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Save time and trouble when using Scala to build object-oriented, functional, and concurrent applications. With more than 250 ready-to-use recipes and 700 code examples, this comprehensive cookbook covers the most common problems you'll encounter when using the Scala language, libraries, and tools.

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Scala Cookbook by Alexander, Alvin (ebook)

Hello, my name is Alvin Alexander, and I wrote the Scala Cookbook for O'Reilly. You can find the Cookbook here on the O'Reilly website, and here on Amazon.com.. If you're not familiar with Scala, here's a link to the official Scala programming language website.. The rest of this page contains direct links to Scala Cookbook recipes, which are now available on my

main website, alvinalexander.com.

Scala Cookbook

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Scala Cookbook, 2nd Edition [Book] O'Reilly Media

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This is an excerpt from the Scala Cookbook (partially modified for the internet). This is Recipe 6.7, "How to put common code in Scala package objects." Problem. You want to make Scala functions, fields, and other code available at a package level, without requiring a class or object. Solution. Put the code you want to make available to all classes within a package in a package object.

How to put common code in Scala package objects ...

Recipe 10.1, "Understanding the Collections Hierarchy" Recipe 10.4, "Understanding the Performance of Collections" The Scala Cookbook. This tutorial is sponsored by the Scala Cookbook, which I wrote for O'Reilly: You can find the Scala Page 3/8

Cookbook at these locations: Here on the O'Reilly website, and; Here on Amazon.com; All the best, Al

How to choose a collection class in Scala | alvinalexander.com

Sep 30, 2020 scala cookbook recipes for object oriented and functional programming Posted By Erskine CaldwellMedia Publishing TEXT ID d690f46d Online PDF Ebook Epub Library Amazoncom Scala Cookbook Recipes For Object Oriented

Save time and trouble when using Scala to build object-oriented, functional, and concurrent applications. With more than 250 ready-to-use recipes and 700 code examples, this comprehensive cookbook covers the most common problems you'll encounter when using the Scala language, libraries, and tools. It's ideal not only for experienced Scala developers, but also for programmers learning to use this JVM language. Author Alvin Alexander (creator of DevDaily.com) provides solutions based on his experience using Scala for highly scalable, component-based applications that support concurrency and distribution. Packed with real-world scenarios, this book provides recipes for: Strings, numeric types, and control structures Classes, methods, objects, traits, and packaging Functional programming in a variety of situations Collections covering Scala's wealth of classes and methods Concurrency, using the Akka Actors library Using the Scala REPL and the Simple Build Tool (SBT) Web services on both the client and server sides Interacting with SQL and NoSQL databases Best practices in Scala development

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Save time and trouble building object-oriented, functional, and concurrent applications with Scala. The latest edition of this comprehensive cookbook is packed with more than 250 ready-to-use recipes and 1,000 code examples to help you solve the most common problems when working with Scala 3 and its popular libraries. Scala changes the way you think about programming--and that's a good thing. Whether you're working on web, big data, or distributed applications, this cookbook $\frac{Page 4/8}{Page 4/8}$

provides recipes based on real-world scenarios for both experienced Scala developers and programmers just learning to use this JVM language. Author Alvin Alexander includes practical solutions from his experience using Scala for component-based, highly scalable applications that support concurrency and distribution. Recipes cover: Strings, numbers, and control structures Classes, methods, objects, traits, packaging, and imports Functional programming techniques Scala's wealth of collections classes and methods Building and publishing Scala applications with sbt Actors and concurrency with Scala Future and Akka Typed Popular libraries, including Spark, Scala.js, Play Framework, and GraalVM Types, such as variance, givens, intersections, and unions Best practices, including pattern matching, modules, and functional error handling

Why learn Scala? You don't need to be a data scientist or distributed computing expert to appreciate this object-oriented functional programming language. This practical book provides a comprehensive yet approachable introduction to the language, complete with syntax diagrams, examples, and exercises. You'll start with Scala's core types and syntax before diving into higher-order functions and immutable data structures. Author Jason Swartz demonstrates why Scala's concise and expressive syntax make it an ideal language for Ruby or Python developers who want to improve their craft, while its type safety and performance ensures that it's stable and fast enough for any application. Learn about the core data types, literals, values, and variables Discover how to think and write in expressions, the foundation for Scala's syntax Write higher-order functions that accept or return other functions Become familiar with immutable data structures and easily transform them with type-safe and declarative operations Create custom infix operators to simplify existing operations or even to start your own domain-specific language Build classes that compose one or more traits for full reusability, or create new functionality by mixing them in at instantiation

Today, software engineers need to know not only how to program effectively but also how to develop proper engineering practices to make their codebase sustainable and healthy. This book emphasizes this difference between programming and software engineering. How can software engineers manage a living codebase that evolves and responds to changing requirements and demands over the length of its life? Based on their experience at Google, software engineers Titus Winters and Hyrum Wright, along with technical writer Tom Manshreck, present a candid and insightful look at how some of the world's leading practitioners construct and maintain software. This book covers Google's unique engineering culture, processes, and tools and how these aspects contribute to the effectiveness of an engineering organization. You'll explore three fundamental principles that software organizations should keep in mind when designing, architecting, writing, and maintaining code: How time affects the sustainability of software and how to make your code resilient over time How scale affects the viability of software practices within an engineering organization What trade-offs a typical engineer needs to make when evaluating design and development decisions

Get up to speed on Scala, the JVM language that offers all the benefits of a modern object model, functional programming, and an advanced type system. Packed with code examples, this comprehensive book shows you how to be productive with Page 5/8

the language and ecosystem right away, and explains why Scala is ideal for today's highly scalable, data-centric applications that support concurrency and distribution. This second edition covers recent language features, with new chapters on pattern matching, comprehensions, and advanced functional programming. You'll also learn about Scala's command-line tools, third-party tools, libraries, and language-aware plugins for editors and IDEs. This book is ideal for beginning and advanced Scala developers alike. Program faster with Scala's succinct and flexible syntax Dive into basic and advanced functional programming (FP) techniques Build killer big-data apps, using Scala's functional combinators Use traits for mixin composition and pattern matching for data extraction Learn the sophisticated type system that combines FP and object-oriented programming concepts Explore Scala-specific concurrency tools, including Akka Understand how to develop rich domain-specific languages Learn good design techniques for building scalable and robust Scala applications

Summary Functional Programming in Scala is a serious tutorial for programmers looking to learn FP and apply it to the everyday business of coding. The book guides readers from basic techniques to advanced topics in a logical, concise, and clear progression. In it, you'll find concrete examples and exercises that open up the world of functional programming. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Functional programming (FP) is a style of software development emphasizing functions that don't depend on program state. Functional code is easier to test and reuse, simpler to parallelize, and less prone to bugs than other code. Scala is an emerging IVM language that offers strong support for FP. Its familiar syntax and transparent interoperability with Java make Scala a great place to start learning FP. About the Book Functional Programming in Scala is a serious tutorial for programmers looking to learn FP and apply it to their everyday work. The book guides readers from basic techniques to advanced topics in a logical, concise, and clear progression. In it, you'll find concrete examples and exercises that open up the world of functional programming. This book assumes no prior experience with functional programming. Some prior exposure to Scala or Java is helpful. What's Inside Functional programming concepts The whys and hows of FP How to write multicore programs Exercises and checks for understanding About the Authors Paul Chiusano and Rúnar Bjarnason are recognized experts in functional programming with Scala and are core contributors to the Scalaz library. Table of Contents PART 1 INTRODUCTION TO FUNCTIONAL PROGRAMMING What is functional programming? Getting started with functional programming in Scala Functional data structures Handling errors without exceptions Strictness and laziness Purely functional state PART 2 FUNCTIONAL DESIGN AND COMBINATOR LIBRARIES Purely functional parallelism Property-based testing Parser combinators PART 3 COMMON STRUCTURES IN FUNCTIONAL DESIGN Monoids Monads Applicative and traversable functors PART 4 EFFECTS AND I/O External effects and I/O Local effects and mutable state Stream processing and incremental I/O

Summary Play for Scala shows you how to build Scala-based web applications using the Play 2 framework. This book starts by introducing Play through a comprehensive overview example. Then, you'll look at each facet of a typical Play application both by exploring simple code snippets and by adding to a larger running example. Along the way, you'll deepen your

knowledge of Scala as a programming language and work with tools like Akka. About this Book Play is a Scala web framework with built-in advantages: Scala's strong type system helps deliver bug-free code, and the Akka framework helps achieve hassle-free concurrency and peak performance. Play builds on the web's stateless nature for excellent scalability, and because it is event-based and nonblocking, you'll find it to be great for near real-time applications. Play for Scala teaches you to build Scala-based web applications using Play 2. It gets you going with a comprehensive overview example. It then explores each facet of a typical Play application by walking through sample code snippets and adding features to a running example. Along the way, you'll deepen your knowledge of Scala and learn to work with tools like Akka. Written for readers familiar with Scala and web-based application architectures. No knowledge of Play is assumed. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. What's Inside Intro to Play 2 Play's MVC structure Mastering Scala templates and forms Persisting data and using web services Using Play's advanced features About the Authors Peter Hiltony, Erik Bakker, and Francisco Canedo, are engineers at Lunatech, a consultancy with Scala and Play expertise. They are contributors to the Play framework. Table of Contents PART 1: GETTING STARTED Introduction to Play Your first Play application PART 2: CORE FUNCTIONALITY Deconstructing Play application architecture Defining the application's HTTP interface Storing data—the persistence layer Building a user interface with view templates Validating and processing input with the forms API PART 3: ADVANCED CONCEPTS Building a single-page JavaScript application with JSON Play and more Web services, iteratees, and WebSockets

Scala is a modern programming language for the Java Virtual Machine (JVM) that combines the best features of objectoriented and functional programming languages. Using Scala, you can write programs more concisely than in Java, as well as leverage the full power of concurrency. Since Scala runs on the JVM, it can access any Java library and is interoperable with Java frameworks. Scala for the Impatient concisely shows developers what Scala can do and how to do it. In this book, Cay Horstmann, the principal author of the international best-selling Core Java∏, offers a rapid, code-based introduction that's completely practical. Horstmann introduces Scala concepts and techniques in "blog-sized" chunks that you can quickly master and apply. Hands-on activities guide you through well-defined stages of competency, from basic to expert. Coverage includes Getting started guickly with Scala's interpreter, syntax, tools, and unique idioms Mastering core language features: functions, arrays, maps, tuples, packages, imports, exception handling, and more Becoming familiar with objectoriented programming in Scala: classes, inheritance, and traits Using Scala for real-world programming tasks: working with files, regular expressions, and XML Working with higher-order functions and the powerful Scala collections library Leveraging Scala's powerful pattern matching and case classes Creating concurrent programs with Scala actors Implementing domain-specific languages Understanding the Scala type system Applying advanced "power tools" such as annotations, implicits, and delimited continuations Scala is rapidly reaching a tipping point that will reshape the experience of programming. This book will help object-oriented programmers build on their existing skills, allowing them to immediately construct useful applications as they gradually master advanced programming techniques.

Navigate the world of data analysis, visualization, and machine learning with over 100 hands-on Scala recipes About This Book Implement Scala in your data analysis using features from Spark, Breeze, and Zeppelin Scale up your data analysis infrastructure with practical recipes for Scala machine learning Recipes for every stage of the data analysis process, from reading and collecting data to distributed analytics Who This Book Is For This book shows data scientists and analysts how to leverage their existing knowledge of Scala for quality and scalable data analysis. What You Will Learn Familiarize and set up the Breeze and Spark libraries and use data structures Import data from a host of possible sources and create dataframes from CSV Clean, validate and transform data using Scala to pre-process numerical and string data Integrate quintessential machine learning algorithms using Scala stack Bundle and scale up Spark jobs by deploying them into a variety of cluster managers Run streaming and graph analytics in Spark to visualize data, enabling exploratory analysis In Detail This book will introduce you to the most popular Scala tools, libraries, and frameworks through practical recipes around loading, manipulating, and preparing your data. It will also help you explore and make sense of your data using stunning and insightfulvisualizations, and machine learning toolkits. Starting with introductory recipes on utilizing the Breeze and Spark libraries, get to grips withhow to import data from a host of possible sources and how to pre-process numerical, string, and date data. Next, you'll get an understanding of concepts that will help you visualize data using the Apache Zeppelin and Bokeh bindings in Scala, enabling exploratory data analysis, iscover how to program quintessential machine learning algorithms using Spark ML library. Work through steps to scale your machine learning models and deploy them into a standalone cluster, EC2, YARN, and Mesos. Finally dip into the powerful options presented by Spark Streaming, and machine learning for streaming data, as well as utilizing Spark GraphX. Style and approach This book contains a rich set of recipes that covers the full spectrum of interesting data analysis tasks and will help you revolutionize your data analysis skills using Scala and Spark.

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